LIVING WALL

This stone wall appears normal, but moans of pain, horror, and sorrow emanate from it. Although the wall is still, there is a sense of chaotic motion within it.

Tortured Souls. Living walls appear to be normal walls of stone at first glance, however, beyond the illusion that falsifies their appearance they are truly horrid. Each wall is made up of no less than three creatures who have all been melded into the wall. Once a creature is melded into the living wall it dies, but its soul is trapped within the wall until it is destroyed. The souls trapped within the wall are in constant agony and quickly go mad as a result. Anyone who gets close to the wall is likely to hear the voices of those trapped inside crying out for help. This often ends in tragedy as once any living creature gets close to the wall the desperate creatures may reach out and grab them in an attempt to escape, which ultimately ends up pulling the individual into the wall, thus condemning them to the same fate.

Vile Blockade. The souls trapped within a living wall may not be evil, but they typically lose much of themselves and act out of panic and self preservation. A living wall typically will not attack anyone unprovoked, however, if the wall is attacked it will respond in kind to prevent itself from being destroyed. This makes the wall an excellent tool for sealing off areas that its creator wants to keep secret.

Vengeance. The one thing all souls trapped within a living wall have in common is a hatred for their creator. If the person responsible for the living wall's creation is ever near, the wall will always prioritise killing them, incorporating them into the wall, and then expelling the remains of all other creatures trapped inside, thus allowing them to find peace in death. The creator is sealed permanently within the stone where they will remain trapped forever or until they are freed.

Undead Nature. A living wall doesn't require air, food, drink, or sleep

Living Wall

Huge undead, neutral evil

Armour Class - 17 (natural armor)
Hit Points - 138 (12d12 + 60)
Speed - 0 ft.

STR 18 (+4)
DEX 8 (-1)
CON 20 (+5)
INT 8 (-1)
WIS 4 (-3)
CHA 5 (-3)

Saves STR +7, CON +5
Damage Resistances necrotic, slashing
Damage Immunities cold, poison
Condition Immunities exhausted, frightened, grappled, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 7
Languages All languages it spoke in life
Challenge 7 (2,900 XP)

Proficiency Bonus +3

Traits

Absorption.
At the start of the living wall's turn, a large or smaller creature it has grappled is partially absorbed into the wall and becomes restrained (escape DC 14). At the start of the wall's turn a creature who is restrained by the wall is fully absorbed into the wall. When a creature is absorbed by the wall it dies and the wall's hit point maximum is increased permanently by 19 (3d12). The wall also gains access to any racial abilities the creature possessed and it can cast every spell that creature had prepared as an innate spell once per day. The wall also incorporates any useful objects the creature was holding such as weapons or magic items. Objects deemed useless simply fall to the base of the wall. The wall also grows its choice between 5-feet in length, 1-foot in thickness, or 1-foot in height. Any creature absorbed by the wall is permanently trapped within until the wall is destroyed or by the casting of a wish spell.

Death's Call.
Whenever a large or smaller living creature dies within 300 feet of the wall, its corpse rises as a zombie (basic rules, pg. 161) and it is compelled to move until it is adjacent to the wall where it allows itself to be absorbed by the wall's *absorption* trait.

Hidden Horror.
Living walls appear to be normal walls of stone or brick, though they radiate both evil and magic if detected. A character with truesight or the ability to see through illusions will see that the wall consists of rotting flesh and sinew. Faces, hands, bones, feet, eyes and all manner of various body parts can then be seen jutting from the surface.

Actions

Multiattack.
The wall makes three different weapon attacks and casts a spell if able.

Grasping Hands.
Melee Weapon Attack: +7 to hit, reach 5 ft., one large or smaller creature.
Hit: 6 (1d4 + 4) bludgeoning damage and the target is grappled (escape DC 14).

Greatsword.
Melee Weapon Attack: +7 to hit, reach 5 ft., one creature.
Hit: 11 (2d6 + 4) piercing damage.

Javelin.
Ranged Weapon Attack: +7 to hit, reach 30/120 ft., one creature.
Hit: 7 (1d6 + 4) piercing damage.

Innate Spellcasting.
The living wall's innate spellcasting ability is Constitution (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- At will: *detect evil and good, ray of frost*
- 1/day each: *erupting earth, fireball, magic missile, shield*